

AMENDMENTS TO THE CLAIMS:

This listing of claims replaces all prior versions and listings of claims in the application:

LISTING OF CLAIMS:

1. (Currently Amended) A method of rendering a virtual three-dimensional (3D) scene, comprising:

tracking a positional change of a head of a user with respect to a display;

transforming the virtual 3D scene in accordance with the positional change of the head;

and

rendering on the display a transformed virtual 3D scene;

wherein the virtual 3D scene is rendered in a perspective projection defined by a frustum bounded by a near plane and by a far plane located opposite the near plane, and wherein transforming comprises shifting the virtual 3D scene in a first direction of the user when the head moves from the first direction.

2. (Original) The method of claim 1, wherein transforming the virtual 3D scene comprises shifting the virtual 3D scene in a left direction of the user when the head moves in a right direction of the user.

3. (Original) The method of claim 2, wherein transforming the virtual 3D scene comprises shifting the virtual 3D scene in a right direction of the user when the head moves in a left direction of the user.

4. (Previously Presented) The method of claim 3, wherein a camera is attached to the display.

5. (Original) The method of claim 1, wherein transforming the virtual 3D scene comprises increasing a magnification of the virtual 3D scene when the head moves toward the display.

6. (Original) The method of claim 5, wherein transforming the virtual 3D scene comprises reducing the magnification of the virtual 3D scene when the head moves away from the display.

7. (Original) The method of claim 5, wherein the camera is positioned above the display.

8. (Original) The method of claim 3, wherein the virtual 3D scene is shifted with respect to the head by a factor of 10.

9. (Original) The method of claim 1, wherein tracking the positional change of the head further comprises tracking an iridescent color in an object attached to the head.

10. (Previously Presented) The method of claim 1, wherein transforming the virtual 3D scene comprises decreasing a magnification of the 3D scene when the head moves toward the display and increasing the magnification of the 3D scene when the head moves away from the display.

11. (Currently Amended) An apparatus for rendering a virtual three-dimensional (3D) scene, comprising:

a memory that stores executable instructions; and

a processor that executes the instructions to:

track a positional change of a head of a user with respect to a display;

transform the virtual 3D scene in accordance with the positional change of the head; and

render on the display a transformed virtual 3D scene;

wherein the virtual 3D scene is rendered in a perspective projection defined by a frustum bounded by a near plane and by a far plane located opposite the near plane, and wherein transform comprises shifting the virtual 3D scene in a first direction of the user when the head moves from the first direction.

12. (Original) The apparatus of claim 11, wherein to transform the virtual 3D scene comprises to shift the virtual 3D scene in a left direction of the user when the head moves in a right direction of the user.

13. (Original) The apparatus of claim 12, wherein to transform the virtual 3D scene comprises to shift the virtual 3D scene in a right direction of the user when the head moves in a left direction of the user.

14. (Previously Presented) The apparatus of claim 13, wherein a camera is attached to the display.

15. (Original) The apparatus of claim 11, wherein transforming the virtual 3D scene comprises increasing a magnification of the virtual 3D scene when the head moves toward the display.

16. (Original) The apparatus of claim 15, wherein transforming the virtual 3D scene comprises reducing the magnification of the virtual 3D scene when the head moves away from the display.

17. (Original) The apparatus of claim 15, wherein the camera is positioned above the display.

18. (Original) The apparatus of claim 13, wherein the virtual 3D scene is shifted with respect to the head by a factor of 10.

19. (Original) The apparatus of claim 11, wherein to track the positional change of the head further comprises to track an iridescent color in an object attached to the head.

20. (Previously Presented) The apparatus of claim 11, wherein to transform the virtual 3D scene comprises to decrease a magnification of the 3D scene when the head moves toward the display and to increase the magnification of the 3D scene when the head moves away from the display.

21. (Currently Amended) An article comprising a machine-readable medium that stores executable instructions for rendering a virtual three-dimensional (3D) scene, the instructions causing a machine to:

track a positional change of a head of a user with respect to a display;

transform the virtual 3D scene in accordance with the positional change of the head; and

render on the display a transformed virtual 3D scene;

wherein the virtual 3D scene is rendered in a perspective projection defined by a frustum bounded by a near plane and by a far plane located opposite the near plane, and transform

comprises shifting the virtual 3D scene in a first direction of the user when the head moves from the first direction.

22. (Original) The article of claim 21, wherein to transform the virtual 3D scene comprises to shift the virtual 3D scene in a left direction of the user when the head moves in a right direction of the user.

23. (Original) The article of claim 22, wherein to transform the virtual 3D scene comprises to shift the virtual 3D scene in a right direction of the user when the head moves in a left direction of the user.

24. (Previously Presented) The article of claim 23, wherein a camera is attached to the display.

25. (Original) The article of claim 21, wherein to transform the virtual 3D scene comprises to increase a magnification of the virtual 3D scene when the head moves toward the display.

26. (Original) The article of claim 25, wherein to transform the virtual 3D scene comprises to reduce the magnification of the virtual 3D scene when the head moves away from the display.

27. (Original) The article of claim 25, wherein the camera is positioned above the display.

28. (Original) The article of claim 23, wherein the virtual 3D scene is shifted with respect to the head by a factor of 10.

29. (Original) The article of claim 21, wherein to track the positional change of the head further comprises to track an iridescent color in an object attached to the head.

30. (Previously Presented) The article of claim 21, wherein to transform the virtual 3D scene comprises to decrease a magnification of the 3D scene when the head moves toward the display and to increase the magnification of the 3D scene when the head moves away from the display.